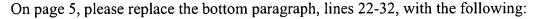## AMENDMENTS TO THE SPECIFICATION

On page 3, please replace the top paragraph, lines 1-13, with the following:

--The final unit, an acoustic signal synthesis unit **18,** combines the pitch, duration and phoneme information from the pronunciation unit **14** and the prosody generation unit **16** to produce the actual acoustic signal. There are two dominant methods in state of the art speech synthesizers. The first is formant synthesis, in which a human vocal track is modeled and phonemes are synthesized by producing the necessary formants. Formant synthesizers are very small, but the acoustic quality is insufficient for most applications. The more widely used high-quality synthesis technique is concatenative synthesis, in which a voice artist is recorded to produce a database of sub-phonetic, phonetic, and larger multi-phonetic units. ~~Concatenateive~~ concatenative synthesis is a two-step process: deciding which sequence of units to use, and concatenating them in such a way that duration and pitch are modified to obtain the desired prosody. The quality of such a system is usually proportional to the size of the phonetic unit database.--

On page 5, please replace the bottom paragraph, lines 22-32, with the following:

--Also provided is a text-to-speech synthesis method performed in a client machine. The client receives compressed acoustic units corresponding to a normalized text from a server machine, decompresses the units, and concatenates them, preferably in dependence on prosody data also received from the server. Preferably, the method steps are performed ~~simultaneously~~ concurrently. The units are selected from a predetermined number of possible units and compressed according to a compression method that ~~dependes~~ depends on the predetermined number of possible units. For example, parameters of the compression method can be selected to minimize the amount of data transmitted to the client machine. The client can also store at least one cached acoustic unit that it concatenates with the received acoustic units. The client can also transmit a standard text to be converted to speech to the server, or it can normalize a standard text and send the normalized text to the server.--